

Steve Guild <steve@g4designstudios.com>

RE: 110 Riverside retaining wall

1 message

Norm Baldwin <nbaldwin@burlingtonvt.gov>

Wed, May 6, 2020 at 4:45 PM

To: Steve Guild <steve@g4designstudios.com>, Scott Gustin <SGustin@burlingtonvt.gov>, "Abby A. Dery, P.E."

Abby.Dery@tcevt.com, Eric Goddard <egoddardkce@gmail.com, Joe Handy <joehandy@handyvt.com, "Jeremy Matosky,

P.E." < Jeremy. Matosky@tcevt.com>

Cc: Susan Molzon <smolzon@burlingtonvt.gov>, Laura Wheelock lwheelock@burlingtonvt.gov>

Steve,

As it relates to the retaining wall system proposed. I have only one remaining issue.

The applicant has not provided documentation that demonstrates they have property rights to install and maintain the anchor systems proposed on the adjacent properties.

Eric has shared with me that he is Licensed as a Professional Engineer in the State of Vermont in both the Structural and Geotechnical disciplines as a result the stamped drawings as supported by his credentials in both disciplines, as a result that is no longer an issue in my opinion.

As noted I had a conversation in middle of April with Eric and I did not get back to the larger group communicating how we left the conversation. My apologies, however the property rights issue remains unresolved in my opinion unless others have new information I am not aware of.

From: Steve Guild <steve@g4designstudios.com>

Sent: Wednesday, May 06, 2020 12:46 PM

To: Scott Gustin <SGustin@burlingtonvt.gov>; Norm Baldwin <nbaldwin@burlingtonvt.gov>; Abby A. Dery, P.E.

Abby.Dery@tcevt.com; Eric Goddard <egoddardkce@gmail.com; Joe Handy <joehandy@handyvt.com; Jeremy

Matosky, P.E. < Jeremy. Matosky@tcevt.com>

Subject: 110 Riverside retaining wall

[WARNING]: External Message

Hi Scott.

Eric Goddard (Knights engineering) suggested that I reach out to you and mention Norm's & his telecon on 4/14/2020. Eric has not heard back from Norm if he has any remaining concerns following the 4/14/2020 telecon. I Cc Norm on this email. Is there anything else you need from me?

Norm,